

This listing of claims does not include any amendments to the claims but is merely provided for the convenience of the Examiner.

Listing of Claims:

1. (Currently Amended) A method comprising:
 - determining a first number of block instances available to a viewer in an interactive three-dimensional programming guide (IPG) at an IPG computing device;
 - determining a second number of available information attribute sets to be presented to the viewer;
 - determining whether the first number is greater than the second number;
 - in response to determining that the first number is greater than the second number, choosing a first mapping technique of at least three mapping techniques; and
 - mapping the available information attribute sets to the available block instances to generate mapped block instances based on the mapping technique chosen; and
 - displaying the mapped block instances contiguously.
2. (Original) The method of claim 1, wherein each of the mapped block instances is associated with one or more structure attributes.
3. (Previously Presented) The method of claim 2, wherein only when the first number is greater than the second number, two or more block instances are mapped with the same information attributes.
4. (Previously Presented) The method of claim 2, wherein when the first number is greater than the second number, one or more block instances is not visible to the viewer.
5. (Previously Presented) The method of claim 2, wherein when the first number is greater than the second number, a number of displayed mapped block instances is greater than the second number.

6. (Previously Presented) The method of claim 1, wherein each displayed mapped block instances is manipulated independently of the other displayed mapped block instances.

7. (Currently Amended) The method of claim ~~6~~2, wherein each displayed mapped block instance is manipulated by modifying the associated one or more structure attributes.

8. (Currently Amended) The method of claim ~~6~~1, wherein each displayed mapped block instance is manipulated by modifying ~~the~~an associated one or more information attributes.

9. (Currently Amended) The method of claim ~~6~~2, wherein each displayed mapped block instance is manipulated by modifying the associated one or more structure attributes and ~~the~~an associated one or more information attributes.

10. (Original) The method of claim 1, wherein the mapped block instances are displayed contiguously on a surface.

11. (Original) The method of claim 10, wherein the surface is a bar.

12. (Original) The method of claim 10, wherein the surface is associated with one or more surface attributes.

13. (Previously Presented) A system including:

a computer readable storage medium having stored thereon sequences of instructions which are executable by a system, and which, when executed by the system, cause the system to perform a method, comprising the steps of:

determining a first number of block instances available to a viewer in an interactive three-dimensional programming guide (IPG);

determining a second number of available information attribute sets to be presented to the viewer;

determining whether the first number is greater than the second number;

in response to determining that the first number is greater than the second number, choosing a first mapping technique of at least three mapping techniques; and mapping the available information attribute sets to the available block instances to generate mapped block instances based on the mapping technique chosen; and displaying the mapped block instances contiguously.

14. (Previously Presented) The system of Claim 13, wherein each of the mapped block instances is associated with one or more structure attributes.

15. (Previously Presented) The system, of Claim 13, wherein only when the first number is greater than the second number, two or more block instances are mapped with the same information attributes.

16. (Currently Amended) The system, of Claim 13, wherein when the first number ~~of~~ is greater than the second number, one or more block instances is not visible.

17. (Currently Amended) The system, of Claim 13, wherein when the first number ~~of~~ is greater than the second number, a number of contiguously displayed mapped block instances is greater than the second number.

18. (Previously Presented) The system, of Claim 13, wherein each displayed mapped block instances is manipulated independently of the other displayed mapped block instances.

19. (Currently Amended) The system, of Claim ~~13~~14, wherein each displayed mapped block instance is manipulated by modifying the associated one or more structure attributes.

20. (Currently Amended) The system of Claim ~~13~~13, wherein each displayed mapped block instance is manipulated by modifying ~~the~~an associated one or more information attributes.

21. (Currently Amended) The system, of Claim ~~14~~14, wherein each displayed mapped block instance is manipulated by modifying the associated one or more structure attributes and ~~the~~an associated one or more information attributes.

22. (Previously Presented) The system, of Claim 18, wherein the mapped block instances are displayed contiguously on a surface.

23. (Previously Presented) The system, of Claim 22, wherein the surface is a bar.

24. (Previously Presented) The system, of Claim 22, wherein the surface is associated with one or more surface attributes.

25. (Currently Amended) A system comprising:

a processor; and

a memory coupled with the processor, the memory operable to include a first queue to store active data elements and a second queue to store inactive data elements,

wherein a first number of available block instances is compared with a second number of available data elements to determine whether the first number is greater than the second number, wherein the second number of available data elements is equal to a number of active data elements stored in the first queue and a number of inactive data elements stored in the second queue and

wherein in response to determining that the first number is greater than the second number, one of at least three display techniques is chosen, wherein the active data elements stored in the first queue are displayed in visible block instances in an interactive three-dimensional programming guide (IPG), and wherein the visible block instances are displayed contiguously in accordance with the chosen display technique.

26. (Original) The system of claim 25, wherein each block instance is associated with one or more structure attributes.

27. (Original) The system of claim 25, wherein each data element is associated with one or more information attributes.

28. (Canceled)

29. (Canceled)

30. (Original) The system of claim 25, wherein an inactive data element is displayed in a visible block instance by moving the inactive data element from the inactive queue to the active queue.

31. (Currently Amended) The system of claim 25, wherein an inactive data element is displayed in the visible block instances by swapping the inactive data element with an active data element being displayed in the visible block instances.

32. (Currently Amended) The method of claim 3, wherein at least two mapped block instances are identical, ~~further and~~ wherein the at least two identical block instances are mapped with the same information attributes.

33. (Currently Amended) The system of claim 15, wherein at least two mapped block instances are identical, ~~further and~~ wherein the at least two identical block instances are mapped with the same information attributes.

34. (Currently Amended) The system of claim 25, wherein two or more visible block instances display identical data elements.

35. (Previously Presented) The method of claim 1 further comprising:

in response to determining that the first number is not greater than the second number, determining whether the first number is equal to the second number;

in response to determining that the first number is equal to the second number, choosing a second mapping technique of the at least three mapping techniques.

36. (Previously Presented) The method of claim 35 further comprising:

in response to determining that the first number is not greater or equal to the second number, choosing a third mapping technique of the at least three mapping techniques.

37. (Previously Presented) The system of claim 13, the storage medium comprising instructions that when executed cause the system to further perform the steps of:

in response to determining that the first number is not greater than the second number, determining whether the first number is equal to the second number;

in response to determining that the first number is equal to the second number, choosing a second mapping technique of the at least three mapping techniques.

38. (Previously Presented) The system of claim 37, the storage medium comprising instructions that when executed cause the system to further perform the step of:

in response to determining that the first number is not greater or equal to the second number, choosing a third mapping technique of the at least three mapping techniques.

39. (Previously Presented) The system of claim 25, wherein in response to determining that the first number is not greater than the second number, and that the first number is equal to the second number, a second mapping technique of the at least three mapping techniques is chosen.

40. (Previously Presented) The system of claim 39, wherein in response to determining that the first number is not greater or equal to the second number, choosing a third mapping technique of the at least three mapping techniques.